at least one input device (**12**) for a virtual application by means of a computer unit (**2**), wherein the input device (**12**) comprises at least the following components:

a fastening device (**13**) for fastening to a hand (**13**);

a recording unit (**15**) for generating recording data of the relative position of at least one finger (**7**, **8**, **10**, **11**) of a hand (**14**) with respect to the input device (**12**) and/or with respect to at least one further component of the hand (**14**) and/or with respect to a real surface, if the activated input device (**12**) is fastened to the hand (**14**) by means of the fastening device (**13**);

an internal computer unit (**2**) for processing the recording data;

a transmitter unit (**16**) for sending the processed recording data of the computer unit (**2**), wherein by means of said recording data at least one corresponding virtual interaction can be created by means of the internal and/or an external computer unit (**2**), wherein the method exhibits at least the following steps:

recording at least one part of a finger (**7**, **8**, **9**, **10**, **11**) by means of the input device (**12**) fastened to a hand;

detection of the at least one part of the finger by means of a stored hand model;

detection of the relative position of the at least one part of the finger (**7**, **8**, **9**, **10**, **11**) with respect to the input device (**12**) and/or with respect to at least one part of a detected component of the hand (**14**) and/or with respect to a real surface;

Comparison of the detected relative position with a movement model of the stored hand model;

Calculating of a relative position of the at least one finger (**7**, **8**, **9**, **10**, **11**);

Calculating a virtual interaction on the basis of the relative position of the at least one finger (**7**, **8**, **9**, **10**, **11**) and/or a change of the relative position of the at least one finger (**7**, **8**, **9**, **10**, **11**).

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